



MADDEN 06


EXCLUSIVE NFL LICENSE



PLAYERS 3

INSTALLING THE GAME


To install *Madden NFL 06*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 15 for more info).
2. Insert *Madden NFL 06* Disc 1 into your CD/DVD-ROM drive. The Autorun menu appears.
NOTE: If the Autorun menu does not automatically appear, left-click the  Start button from the Windows Taskbar and select Run.... Type D:\Madden06.exe In the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').
3. Click the INSTALLATION button on the Autorun menu, click Install, then follow the on-screen instructions to complete the Installation.

NOTE: For system requirements, see <http://www.madden06.com>.

STARTING THE GAME

To start *Madden NFL 06* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 15 for more info).
2. Left-click the  Start button from the Windows Taskbar and select All Programs (or Programs) > EA SPORTS > Madden NFL 06 > Madden NFL 06.

MENU CONTROLS

ACTION	MOUSE
Highlight menu item	Move cursor over option
Cycle Options	Left-click on highlighted toggle
Select highlighted item	Left-click
Cancel/Return to previous screen	Left-click on back arrow
Help menu	Left-click on "?" icon
Toggle menu sub-items	Move cursor over option/menu
Change Focus between option menus	Move cursor over option

NOTE: In most cases, the D-Pad and Left Analog Stick controls are interchangeable.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CHECK OUT



ONLINE AT WWW.EASPORTS.COM

COMPLETE CONTROLS

For the first time in ten years, the *Madden NFL Football* franchise has completely revamped its passing game to put you at the helm of a devastating aerial attack.


NOTE: This manual features control callouts based on a Logitech® Dual Action™ Gamepad. Your controller may reference its buttons and analog sticks differently than those listed in this manual. To assist with determining which buttons correspond to those listed, please consult the in-game control settings, your controller manufacturer's documentation, or the Game Controllers section of the Windows Control Panel.

NEW OFFENSIVE CONTROLS AND FEATURES

With all these new controls, you've never had so much control over the offense.

QB VISION CONTROL

Every quarterback in the NFL has a unique field of vision. Some All-Pro quarterbacks can see all the action unfold from sideline to sideline, while others may as well be looking out of their ear holes. The new QB Vision Control brings this aspect of the game to life.


After the snap, your quarterback's field of vision shows where he's looking. To lock on to a receiver, press Button 8 + the button of your targeted receiver and your vision automatically goes to him. You can also press the Right Analog Stick  to move the vision and find open receivers. If you try to throw a pass to a player outside your field of vision, the pass won't be as effective.

EA SPORTS TIP: Avoid looking at receivers until the last second to deceive defenders who might be keying on your eyes.


PRECISION PASSING

Whether leading a receiver to an open area, throwing away from a defender, or pulling the string on a deep ball, throw every pass exactly where you want it, how you want it. Direct passes as your QB releases the ball by pressing the Left Analog Stick or D-Pad in the direction you want to guide the ball.





TRUCK STICK

It's time for the offense to get even. Deliver big hits to break tackles, pancake defenders, and clear your path to the end zone by pressing the Right Analog Stick  at the point of impact. Keep in mind your risk of fumbling increases.

SMART ROUTES

Picking up nine yards on a third-and-ten play won't do you much good. Now, you can tell a receiver to run past the first-down marker before breaking off his route by selecting him as you would in a hot route (Button 4 then the button corresponding to him), then pressing the Right Analog Stick .

FORMATION SPECIFIC AUDIBLES

Each offensive formation has four new audibles that can be called at the line of scrimmage to quickly change plays without tipping off the defense. Press Button 1 then press the Right Analog Stick  for a quick pass,  for a run,  for a playaction pass, or  for a deep pass.

ALL PHASES OF THE GAME

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Move your player	D-Pad	[↑], [↓], [←], [→]	[S], [D], [F], or [E]
Flip play at the line	Button 1 then Button 8	[S] then [G]	[A] then [T]
Play art	Button 8	[G]	[T]
Coach's cam (unavailable online)	Button 7	[A]	[Q]
Call an audible before the snap	Button 1 then Button 1, Button 2, Button 3, Button 5, or Button 6	[S] then [S], [D], [F], [W], or [R]	[A] then [A], Left Mouse Button, [W], [R], or Right Mouse Button
Cancel the audible before selecting a play	Button 4	[E]	[C]
Reset original play after calling an audible	Button 1 then Button 7	[S] then [A]	[A] then [Q]
Pause	Button 10	[SPACEBAR] or [ESC]	[SPACEBAR] or [ESC]
Call timeout	Button 9	[T]	[V]

OFFENSIVE CONTROLS

BEFORE THE SNAP

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Snap ball	Button 2	[D]	Left Mouse Button
Switch direction of a running play	Right Analog Stick ↔	Left [SHIFT] then [←] or [→]	Left [SHIFT] then [S] or [F]
Change primary receiver's route on a passing play	Button 8 then receiver icon then Right Analog Stick ↔	[G] then receiver icon then left [SHIFT] and [←], [→], [↑], [↓]	[T] then receiver icon then left [SHIFT] then [S], [D], [F], or [E]

BEFORE THE SNAP (CONT.)

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Hot Route to a different receiver	Button 4 then the button of the receiver, then: D-Pad ↑ for a fly pattern D-Pad ↓ for a curl pattern D-Pad ↔ for an in/out pattern Right Analog Stick ↓ to run smart route Button 7/Button 8 for a left/right slant pattern	[E] then the button corresponding to the receiver, then: [↑] for a fly pattern [↓] for a curl pattern [←]/[→] for an in/out pattern Left [SHIFT] then [↓] to run a smart route [A]/[G] for a left/right slant pattern	[C] then the button corresponding to the receiver, then: [E] for a fly pattern [D] for a curl pattern [S]/[F] for an in/out pattern Left [SHIFT] then [D] to run a smart route [Q]/[T] for a left/right slant pattern
Send a player in motion	Left Analog Stick ↑ to highlight eligible player then Left Analog Stick ↔ to send that player in motion	[↑]/[↓] to highlight eligible player then [←]/[→] to send that player in motion	[E]/[D] to highlight eligible player then [S]/[F] to send him in motion left/right
Slide offensive line protection	Button 5, then: D-Pad ↑ to spread the offensive line D-Pad ↓ to pinch the line D-Pad ↔ to shift blocking left/right	[W] then: [↑] to spread the offensive line [↓] to pinch the line [←]/[→] to shift blocking left/right	[W] then: [E] to spread the offensive line [D] to pinch the line [S]/[F] to shift blocking left/right
Formation shift	Button 6 then D-Pad	[R] then [↑], [↓], [←], [→]	[R] then [S], [D], [F], or [E]
Change blocking assignment for backs or tight ends	Button 4, then press the button of the running back or tight end whose passing/blocking route you want to change. Then press Button 7/ Button 8 to change the assignment left/right.	[E], then press the key corresponding to the running back or tight end whose passing/blocking route you want to change. Then press [A]/[G] to change to a blocking assignment to the left/right.	[C], then press the key corresponding to the running back or tight end whose passing/blocking route you want to change. Then press [Q]/[T] to change to a blocking assignment to the left/right.

RUNNING WITH THE BALL

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Sprint	Button 2	[D]	Left Mouse Button
NEW Truck Stick	Right Analog Stick ↑	Left [SHIFT] then [I]	Left [SHIFT] and [E] or Mouse Wheel ↑
Cover up/Protect ball	Button 4	[E]	[C]
Spin	Button 3	[F]	Right Mouse Button
Juke left/right	Button 5/Button 6	[W]/[R]	[W]/[R]
Juke backward	Right Analog Stick ↓	Left [SHIFT] + [I]	Left [SHIFT] and [D] or Mouse Wheel ↓
Stiff arm left/right	Button 7/Button 8	[A]/[G]	[Q]/[T]

PASSING/RECEIVING

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
NEW QB Vision Control	Right Analog Stick ↔	Left [SHIFT] then [←]/[→]	Mouse ↔
NEW Lock on to receiver	Button 8 + receiver's button	[G] + receiver's key	[T] + receiver's key
NEW Precision Passing	Left Analog Stick or D-Pad then the receiver button	Arrow keys then receiver key	[S], [D], [F], or [E] then the receiver key
Throw the ball	Button 4, Button 1, Button 3, Button 5, or Button 6 (tap button for lob pass; hold button for a bullet)	[S], [E], [F], [W], or [R] (tap button for lob pass; hold button for a bullet)	[W], [A], [R], [C], or Right Mouse Button (tap button for lob pass; hold button for a bullet)
Activate Playmaker Passing to guide closest receiver	Button 12 then Right Analog Stick	Left [CTRL] then left [SHIFT] then [T], [I], [←], [→]	Left [CTRL] then left [SHIFT] then [S], [D], [F], or [E]
Throw ball away	Button 7 (tap)	[A] (tap)	[Q] (tap)
QB scramble behind the line	Button 2	[D]	Left Mouse Button
Pump fake	Button 8	[G]	[T]
Control intended receiver	Button 3 (while ball is airborne)	[F] (while ball is airborne)	Right Mouse Button (while ball is airborne)
Dive for pass	Button 1	[S]	[A]
Sprint	Button 2	[D]	Left Mouse Button
Catch	Button 4	[E]	[C]

AFTER THE PLAY

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Spike ball to stop the clock	Button 3 (hold)	[F] (hold)	Right Mouse Button (hold)
Instant replay	Button 5 + Button 6 (before playcalling screen appears)	[W] + [R] (before playcalling screen appears)	[W] + [R] (before playcalling screen appears)
Fake spike ball trick play	Button 1 (hold)	[S] (hold)	[A] (hold)
No huddle/Hurry-up offense	Button 4 (hold) to repeat previous play	[E] (hold) to repeat previous play	[C] (hold) to repeat previous play

DEFENSIVE CONTROLS

BEFORE THE SNAP

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Choose a player to control	Button 2/Button 3 (tap to cycle players one by one, or hold and press the D-Pad to switch control in a specific direction)	[D]/[F] (tap to cycle players one by one, or hold and press the [←], [→], [T], [I] to switch control in a specific direction)	Left/Right Mouse Button (tap to cycle players one by one, or hold and press the [S], [E], [E], [D] to switch control in a specific direction)
Defensive Playmaker	Highlight a player then press Right Analog Stick: ↑ to put linebackers and defensive lineman in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone ↓ to blitz/↓ twice for QB contain blitz ← to go into QB spy coverage (orange) → Once to play a flat zone (light blue)/→ twice to play a curl zone (purple). If the coverage is already a flat zone, it becomes a curl zone	Highlight a player then press left [SHIFT] and: [T] to put linebackers and defensive lineman in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone [↓] to blitz/[↓] twice for QB contain blitz [←] to go into QB spy coverage (orange) [→] Once to play a flat zone (light blue)/[→] twice to play a curl zone (purple). If the coverage is already a flat zone, it becomes a curl zone	Highlight a player then press left [SHIFT] and: [E] to put linebackers and defensive lineman in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone [D] to blitz/[D] twice for QB contain blitz [S] to go into QB spy coverage (orange) [F] Once to play a flat zone (light blue)/[F] twice to play a curl zone (purple). If the coverage is already a flat zone, it becomes a curl zone

BEFORE THE SNAP (CONT.)

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Defensive line shift	Button 5 then D-Pad: ↑ to spread the defensive ends outside the tackles ↓ to move the line in tight between the tackles ↔ to shift the line left/right Button 5 then Button 7 to reset the shift	W + Arrow Keys: ↑ to spread the defensive ends outside the tackles ↓ to move the line in tight between the tackles ←/→ to shift the line left/right W then A to reset the shift	W then S, D, E, or F: E to spread the defensive ends outside the tackles D to move the line in tight between the tackles S/F to shift the line left/right W then Q to reset the shift
Defensive line adjustment	Button 5 then Right Analog Stick: ↓ to make line crash in ↑ to make line rush to the outside ↔ to make line crash left/right	W then hold left SHIFT and: ↓ to make line crash in ↑ to make line rush to the outside ←/→ to make line crash left/right	W then hold left SHIFT and: D to make line crash in E to make line rush to the outside S/F to make line crash left/right
Linebacker shifts	Button 6 then D-Pad: ↑/↓ to spread linebackers out/move them in tight ↔ to shift linebackers left/right Button 6 then Button 7 to reset the shift	R then: ↑/↓ to spread linebackers out/move them in tight ←/→ to shift linebackers left/right R then A to reset the shift	R then: E/D to spread linebackers out/move them in tight S/F to shift linebackers left/right R then Q to reset the shift
Linebacker adjustments	Button 6 then Right Analog Stick: ↓ to blitz all linebackers ↑ to call off all linebacker blitzes and put them into hook zone ↔ to blitz the right/left outside linebacker	R then hold left SHIFT and: ↓ to blitz all linebackers ↑ to call off all linebacker blitzes and put them into hook zone ←/→ to blitz the right/left outside linebacker	R then hold left SHIFT and: D to blitz all linebackers E to call off all linebacker blitzes and put them into hook zone S/F to blitz the right/left outside linebacker
Secondary adjustments	Button 4 then Right Analog Stick ↔ to shift the safeties' zone coverage to the left/right/up/down	E then Left SHIFT and ←, →, ↑, ↓ to shift the safeties' zone coverage to the left/right/up/down	C then Left SHIFT and S, F, E, D to shift the safeties' zone coverage to the left/right/up/down

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Coverage audibles	Button 4 then D-Pad: ↓/↑ to put DBs into bump and run/loose coverage → to shift the safeties and linebackers into better position to cover their assigned man Button 4 then Button 7 to reset coverage	E then: ↑/↓ to put DBs into bump and run/loose coverage → to shift the safeties and linebackers into better position to cover their assigned man E then A to reset coverage	C then: D/E to put DBs into bump and run/loose coverage F to shift the safeties and linebackers into better position to cover their assigned man C then Q to reset coverage
Change individual matchups	Button 4 then the button of the offensive player you want to match up against, then D-Pad: ↓/↑ to bump/play off the receiver → to double team the receiver with the highlighted defender	E then the button of the offensive player you want to match up against, then: ↑/↓ to bump/play off the receiver → to double team the receiver with the highlighted defender	C then the button of the offensive player you want to match up against: D/E to bump/play off the receiver F to double team the receiver with the highlighted defender

AFTER THE SNAP

ACTION	DUAL ACTION GAMEPAD	KEYBOARD	KEYBOARD AND MOUSE
Control player nearest to the ball	Button 3	F	Right Mouse Button
Unleash the Hit Stick	Right Analog Stick (in any direction)	Left SHIFT and any Arrow key	Left SHIFT and E or Mouse Wheel ↑
Dive	Button 1	S	A
Sprint/Shove blocker	Button 2	D	Left Mouse Button
Jump/Intercept/Hands up (while rushing QB)	Button 4	E	C
Strip ball (when not engaged)/Rip (when engaged)	Button 8/Button 7	G/A	T/Q
Strafe (when not engaged)/Swim right (when engaged)	Button 6	R	R
Swat ball/Swim left (when engaged)	Button 5	W	W

NEW NFL SUPERSTAR

Create a Superstar and guide his life on and off the field as you choose an agent, earn one of 60 personas, and more, while taking the league by storm one city at a time.

Begin your career by choosing the right parents for the type of player you want to become. Make sure the position you want to play is the right one based on your parents' IQs and interests. Next, fill out your personal information and choose your build, then you're ready to move into your new apartment.

MY APARTMENT

This is where you control every aspect of your Superstar's career. These are the items in your apartment:

My Schedule	Keep track of everything coming up on your calendar including games, practices, and face-to-face time with the media.
City Map	Navigate your city to get haircuts at the barber shop, get some practice time, or hit the stadium on game day.
Cell Phone	Check your messages often to stay in touch with your mentor and agent.
Rookie Handbook	Customize your Superstar experience by choosing your gameplay settings and strategies, such as audibles and custom hot routes and packages.
My Web	Access the Internet and use your web site to monitor your progression and personas.
Mirror	Change your equipment and see how you look in it.

KEY CONTACTS

You won't be able to do it all alone. You'll have to rely on others to help you out along the way.

MENTOR

The best way to start acclimating yourself to the league is by talking to a mentor. Open the calendar in your apartment and take the first chance you get to learn from his wisdom. He can give you the rundown about everything you need to know to get your NFL career started including info about the draft, signing an agent, and much more.

AGENT

A good agent can make or break your career. Make sure you pick someone who can negotiate the best deal and find you the most off-the-field opportunities. Be careful not to make poorly timed demands of your agent or your public persona may suffer.

THE MEDIA

How you interact with the media is crucial to gaining fans and endorsement deals. Choose your words wisely.

PLAY ONLINE

Find a game anytime and prove yourself as the best from coast to coast.

TO ACCESS ONLINE FEATURES, YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USER REGISTRATION CODE. ONLY ONE USER MAY REGISTER THIS GAME. SUBSCRIPTION REQUIRED FOR ONLINE PLAY. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES CAN BE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE. EA MAY RETIRE ONLINE FEATURES AT THE EARLIER OF 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2005-2006 NFL SEASON.

LOGGING ON

Before you can play at EA SPORTS Online service, you must register your product and create a new EA account, or use a pre-existing EA or AOL™/AIM™ account. To register, click JOIN NOW on the Welcome screen.

NOTE: If you are already a member of the EA SPORTS Online service, you may log in with your existing account information. Follow the on-screen instructions to register *Madden NFL 06* for online play.

HOME SCREEN

Begin games, look for MatchUps, and review your profile all from the Welcome screen. In the Home screen, you can review the top players of the month and check out available MatchUps and your current tournaments.

NAVIGATION BAR

Find games and manage your online career using the Nav bar at the top of the screen.

My Career	Review your online career statistics or change your online preferences. To edit your settings, click EDIT SETTINGS. Make adjustments to your online persona, and click SAVE CHANGES.
Clubs	There are two kinds of Online Clubs in <i>Madden NFL 06</i> : Public and Private. Public Clubs are open for anyone to join; Private Clubs require a password.
Quick Games	Play Mini-Camp Drills or a 2 Minute Drill. You compete online against the CPU for a score. Success on a higher difficulty level earns a higher score.
MatchUp	Play head-to-head against other online players. You can choose to play Ranked games or Custom formats.
Tournaments	Host or join tournaments against other players.
Leagues	Set up regularly scheduled competition against your friends over seasons of varying length. In the Leagues lobby, you can review all of the available leagues, including entry fees, schedules, number of players, and whether they are private or public. To join a league, double-click it in the list. Then, click OK.
Leaderboards	Review the leading online players in Ranked games, Rated Games, Quick Games, and Club tokens on a daily, weekly, or monthly basis. To sort players by a statistical category, click the top of the column.

FRANCHISE MODE

Call all the shots for a team for up to 30 seasons. To begin a Franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user. Choosing the Total Control Simulation option lets you call the shots from the sideline without actually playing the games—you can jump in and out of the game at any point if you want to play out certain situations.

FRANCHISE PDA

Use your Franchise PDA to keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

Gameplan	Get all the information you need to prepare for your upcoming game.
Storyline Central	Stay on top of the league and your team by reading national and local newspapers, reviewing emails from coaches, and listening to Tony Bruno's weekly radio show.
Team Management	View team rosters and make all player movements and transactions.

THE FRANCHISE SCHEDULE

The NFL season lasts 365 days a year when you run a Franchise. From training camp to the off-season, you'll have lots of decisions to make every step of the way.

NEW Spawn Games	Save key games throughout the season then play them at any time. Merge the results back to your Franchise season to continue. NOTE: If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game.
Training Camp	Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.
Preseason	Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.
During the Season	You can play any game on the schedule. You can also make player trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.
Owner Mode Off-Season	Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy, while making sure you aren't losing money.
Off-Season	There are nine steps to the off-season that must be completed before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, your team will not participate in that step.

OTHER GAME MODES

Mini-Camp	Tour NFL cities in the Madden Cruiser and fine tune your playing skills in Mini-Camp mode. Unlock game situations by setting high scores and earning trophies.
2 Minute Drill	Score as many points as you can before the clock hits zero. If you score before time expires, you maintain possession of the ball and begin a new drive.
Practice	Master the new controls and features on your terms, learn a playbook, and practice some go-to plays.
Situation	Set up the exact details of any game situation then see how you do.
Network Game	Play against your friends across LAN or Internet connections. <ul style="list-style-type: none">• To host or join a LAN or Internet game, use the arrows next to Connection Type to select your type of game.• To host an Internet game, click RESOLVE IP to find your IP address, and then click START. All players must know your IP Address to play.• To join an Internet game, enter the IP address for the hosting computer, and then click CONNECT.• To host a LAN game, enter the name of the game in the space provided, and then click START. All players must know the name.• To join a LAN game, use the arrow buttons next to Game List to select the game to join, and then click CONNECT.

FEATURES

- Rosters** Keep rosters up to date by trading players, signing free agents, releasing players, and more. You can make changes to any player or team's roster.
- Create-A-Fan** Create a superfan exactly the way you want him, then add him to your team's fan base and watch him go nuts.
- Create-A-Team** Create a custom team by selecting the team name, colors, city, and more. You even get to design your stadium and uniforms.

CUSTOM TEAM LOGOS

Create custom logos including the Main Logo, Sliver Logo, Helmet Logo, Midfield Logo, and Endzone Logo using a standard paint program. Each logo has its own unique size and directory where it must be placed.

Samples have been provided of each logo in every custom art folder. Use these samples to create your images. They are in the correct format and are colored with the transparent color. We strongly recommend that you take advantage of the provided templates, especially on the helmet logo, which is very difficult to reproduce.

To create a custom team logo, use a paint program to open a pre-existing logo in the CUSTOMART subfolder of your Madden NFL 06 folder (default is C:\Program Files\EA SPORTS\Madden NFL 06\CUSTOMART). Design your logo using the pre-existing logo as a template, then save your changed logo in the proper directory under My Documents\Madden NFL 06\CustomArt.

- All logos must be in 256-color (8-bit) .BMP (bitmap) format.
- The transparency color for a logo is RGB value Red: 255, Green: 0, Blue: 255.

LOGO NAME	SIZE (IN PIXELS)	DIRECTORY
Main Logo	128 x 128	Mainlogo
Sliver Logo	64 x 32	Sliver
Helmet Logo	512 X 256	Helmet
Midfield Logo	256 x 256	Midfield
Endzone Logo	1024 x 256	Endzone

TRANSPARENT COLOR

Transparent color should be used if you want a section of one of your images to display whatever is behind it. It can be used if you do not want a logo to appear on the field. For example, if you wanted to create a team that has no Midfield Logo, you would need to create a Midfield Logo Image that was colored with the transparent color.

NOTE: The Helmet Logo does not have a transparent color. It is the only logo that does not have a transparent color.

- Create-A-Player** Create a player and add him to any NFL roster. You choose everything from his body type to his helmet to his attributes. As you increase his attributes, his salary and signing bonus also increase.
- Create-A-Playbook** Create a custom play and formation from scratch and add it to your playbook, or modify a current playbook.